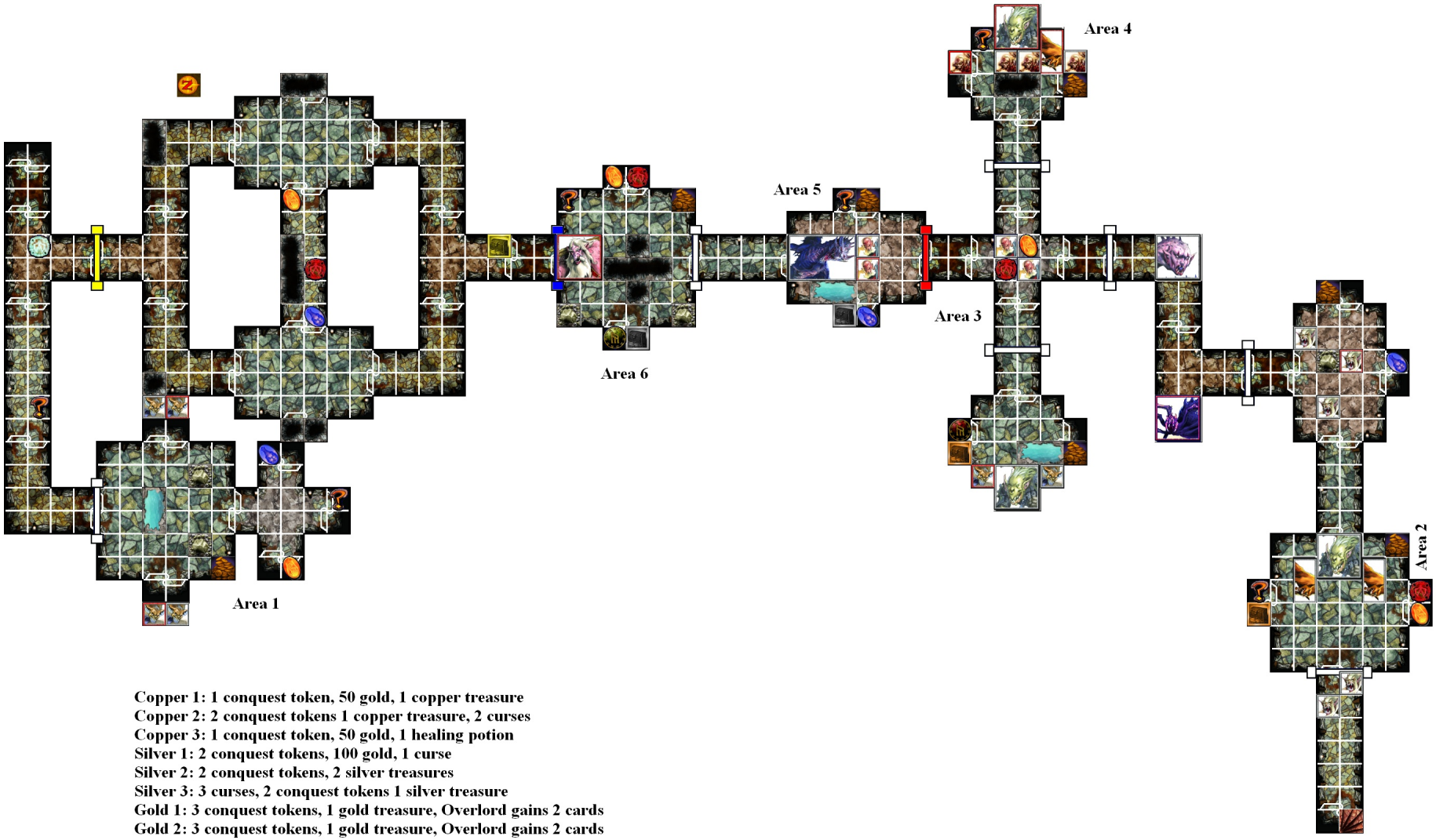

Copper 1: 1 conquest token, 50 gold, 1 copper treasure
Copper 2: 2 conquest tokens 1 copper treasure, 2 curses
Copper 3: 1 conquest token, 50 gold, 1 healing potion
Silver 1: 2 conquest tokens, 100 gold, 1 curse
Silver 2: 2 conquest tokens, 2 silver treasures
Silver 3: 3 curses, 2 conquest tokens 1 silver treasure
Gold 1: 3 conquest tokens, 1 gold treasure, Overlord gains 2 cards
Gold 2: 3 conquest tokens, 1 gold treasure, Overlord gains 2 cards

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

New Quest

By Martyr13

Quest Background

Recently, there have been reports of undead monster sightings in the outskirts of a nearby town named Lange Reise. Upon entering the town square, you notice something odd immediately. The locals seemd detached and quite cautious. Seeing a woman drawing water from a well, you approach to be greeted with a screech and a mad dash for cover. "No one's been the same since villagers have explored the mountains." You turn to see a small, stocky man holding something in his hand. "Since that day we have been cursed with the walking dead and all sorts of evil. If it interests you, in the mountains it is said there's a church built over the Gates of Hell in an attempt to seal it. Treaures and evil alike can be found. Most who dare never return, but almost cannot help but be curious." He then hands you a map of the outlying area. You wonder which reason motivates you more as you prepare for your journey.

Quest Goals

Your goal is to enter the church over defiled ground. Within the church, find and defeat the evil which is plaguing the townsfolk. If you can activate some of the ancient glyphs of transport all the better. You start out with 5 conquest tokens. Should the Heroes ever run out of conquest tokens, evil will have prevailed and the curse shall remain over Lange Reise.

New Area

START AREA

After climbing what seems to be ages, you come to a lar rusty gate. It is runelocked and in intwined with thorny vine and branches that stretch across the courtyard walls. Beyond the gate there are many graves tthat look recently dug up. As you are looking, you notice the vines tighten as to ward you off. You'll have to find another way in...

If a hero ends its movement on the encounter marker in this area:

Along the walls you see some words scratched into the concrete. "Three satchels make things a bit worse; tis the only way to remove his curse." What could ths mean?

New Area

AREA 1

You find yourself in a garden alongside the courtyard. Gargoyles rest on the tops of pillars bordering either side. However uncomfrtable, you see something glistening across the pond on the other end.

If a hero ends its movement on the encounter marker in this area:

You see a lever jotting out from the wall and give it a tug. Almost effortlessly it slides down and you can hear water being drained from the pond as the gate slams shut. You can also hear the screeching of the gargoyles as they fly towards you!

Important: You may immediately activate the 4 razorwings atop the pillars. Replace the 2-space water marker with a staircase marker and close the gate entrance to the garden.

New Area

AREA 2

Opening the large, heavy door you are greeted by a hulking beast of an ogre. His hands are resting on a pike driven into the ground. Attached to the pike are two hounds born from the pits of hell. In the distance, beastmen litter the hallway. "Ahhh, the prophecy is true! Welcome heroes, to your untimely death!" You watch in horror as he pulls the pike out and releases the hounds.

If a hero ends its movement in the encounter marker in this area:

Within a glass case sat atop a pedestal, you find a satchel containing the bones of a large beast.

Important: Any hero holding a satchel must use a space in his pack for the item. Each satchel causes the hero to have one less space available for storing items. The satchels can be given to an adjacent hero just like any other item.

New Area

AREA 3

As you open the door, 2 sorcerers ready themselves to deal with the new threat.

The OL rolls two black dice when this area is revealed. If any surges are rolled, you may activate a sorcerer per surge. They may move up to their speed, but cannot attack this turn.

When the door is opened in this area read the following:

An ogre is kneeling here, taking a drink from an infested pool. On his shoulders rest razorwings, and on his face a menacing grin.

New Area

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

AREA 4

Here you find an impressive sight. An ogre clad in great armor and holding a beast of hell by a leash. His hound is clad in battle armor as well. Frustrated, he shouts at his undead platoon: "How have they come so far? It is not time yet...stop them you fools!" With his last words he picks up a skeleton in each hand and hurls them toward you!

The OL rolls one black die when this area is revealed. If the result is a power enhancement, the attack hits dealing 3 damage (ignoring armor). Remove one of the skeletons in front of the ogre, no matter what the result.

Important: The ogre in this area is an elite fiend. He has the same traits as a master ogre, but has an additional 2 wounds and 1 extra point of armor. He also has the command ability.

If a hero ends its movement on the encounter marker in thi area:

Within a glass case sat atop a pedestal, you find a satchel containing the bones of a large beast.

New Area

AREA 5

Two sorcerers are attending to a dragon in ths room. Upon noticing your intrusion, they hurry to wake the dragon, and seem quite nervous. In the corner, you see another glass case resting on a mantle.

The OL rolls 3 black dice when this area is revealed. If a blank is a result on any of the dice, nothing happens. Any other result and the sorcerers may be activated (move and attcack) immediately.

If a hero ends its movemnent on the encounter marker in this area:

Within a glass case sat atop a pedestal, you find a satchel containing the bones of a large beast.

New Area

AREA 6

In the center of the room there is an enormous fissure which seems to have no end. Winds seem to pull at you as you stare at a giant on the other side. "Heroes, you waste your time here. Soon the Gates wil be opened and evil will flood the land like a river of death and despair. I will be Captain of its destruction and lead an onlsaught of mayhem!" With a pull of a lever, he cause the floor behind you to rise and trap you in the room. Sealing off the are causes the room to turn into a vacuum, with the enormous pit sucking everything into the abyss.

Remove all revealed areas of the board (minus the start area) and place a two space dead end piece where the door was. At the end of the Overlord's turn everything in the room (except the encounter marker) moves one space towards the pit. Any item that falls into the pit is lost forever. Any hero which falls into the pit is immediately killed, regardless of skills indicating otherwise.

The master giant is named Tarmac. He has the same traits as a master giant, with 6 extra wounds but 2 less armor. He is unaffected by the fissure.

Once the giant is destroyed:

Arrrrgggghhhh! With a thunderous boom the giant falls to the ground. The door slides open and the winds die down. Tarmac is defeated. Outside you can see the courtyard and the large rusty gate - the home stretch. Headstones are in neat clusters with the graves dug up. As you look closer you can see movement within the unearthed soil. Although a bit confused, you hasten towards the exit.

If a hero ends its movement on the encounter marker in this area:

Pulling the lever again, you see a brick reveal a furnace in the wall. Immense heat escapes as you toss the satchels in.

Important: Once all the satchels have been incinerated, at the end of your next turn, spawn a master demon over the fissure. He cannot be activated this turn.

The demon is named Sin Rumman. He has movement of 4, plus 3 additional armor and 13 extra wounds. In addition, surges on rolls can activate several of Sin Rumman's abilities:

1 surge: Heal himself of 5 wounds.
2 surges: add posion to the attack
3 suges: Spawn either a beastman war party or skeleton patrol from a pit marker 4 spaces away from the heroes
4 surges: Blast 2

In addition, the Overlord may spawn creatures from the overturned graves, unless the hero is adjacent to the pit.

If the heroes do not posses the yellow rune key but try and open the door:

Reaching the gate you try and pull it open to no avail. It is sealed off by Sin Rumman's magic.

If a hero opens the door, but Sin Rumman is still alive:

Flinging the gate wide open, you make a mad dash for town...Only to have your path blocked by Sin Rumman's magic.

Important: Deactivate the glyph found in the start area. The heroes can only use it once Sin Rumman is defeated.

If Sin Rumman is defeated:

With a whail the demon is destroyed in a etheral explosion. The creatures all fall helplessly and fade away. Sin Rumman is defeated. Maybe now peace can be returned to Lang Reise. You can only hope that the Gates remain sealed and evil in its rightful place.

The heroes gain 5 conquest tokens for defeating Sin Rumman. They have finished their quest.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.